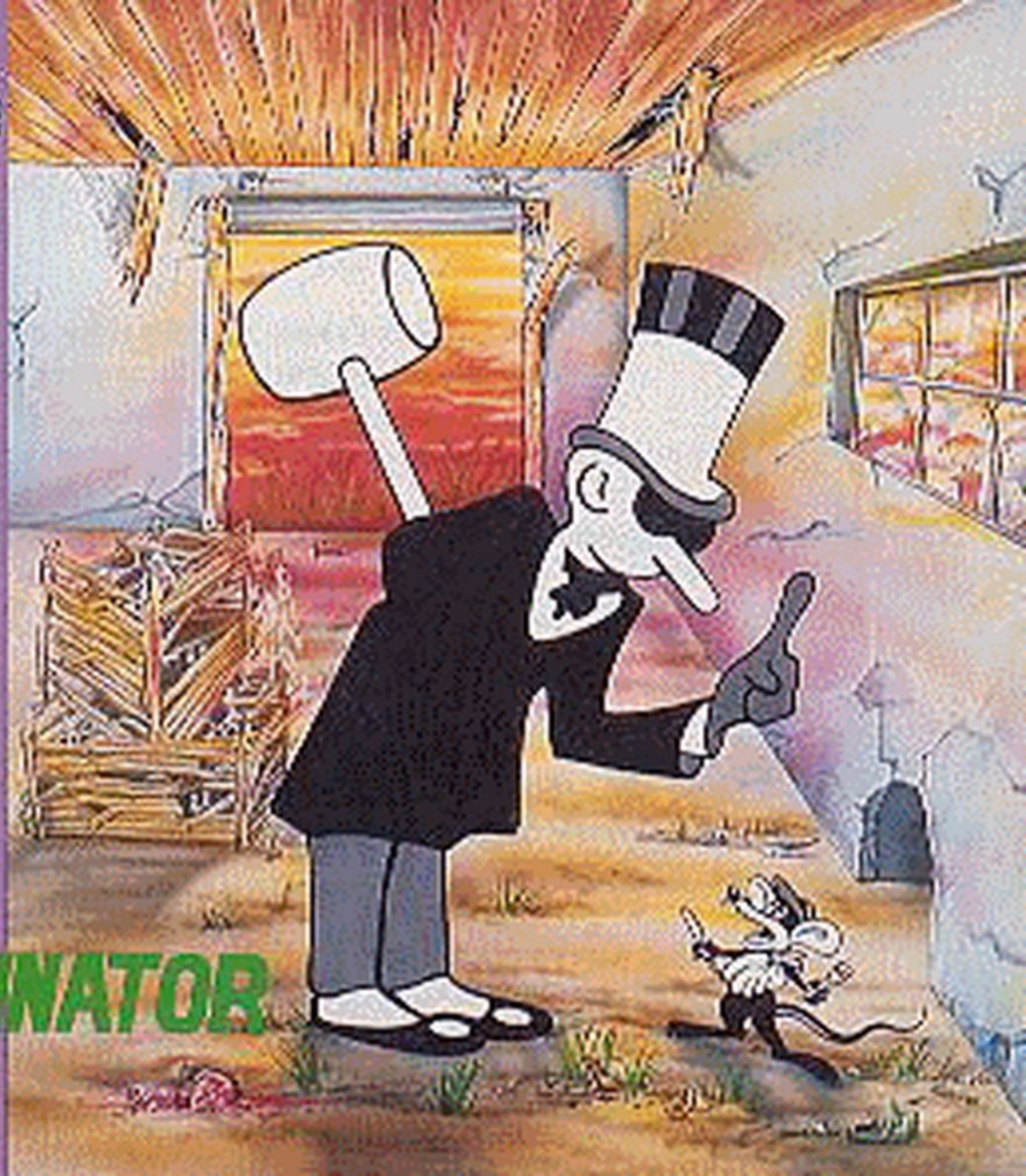
Color Dreams

INSTRUCTION MANUAL

PESTERMINATOR



PESTERMINATOR CONTROL SUMMARY

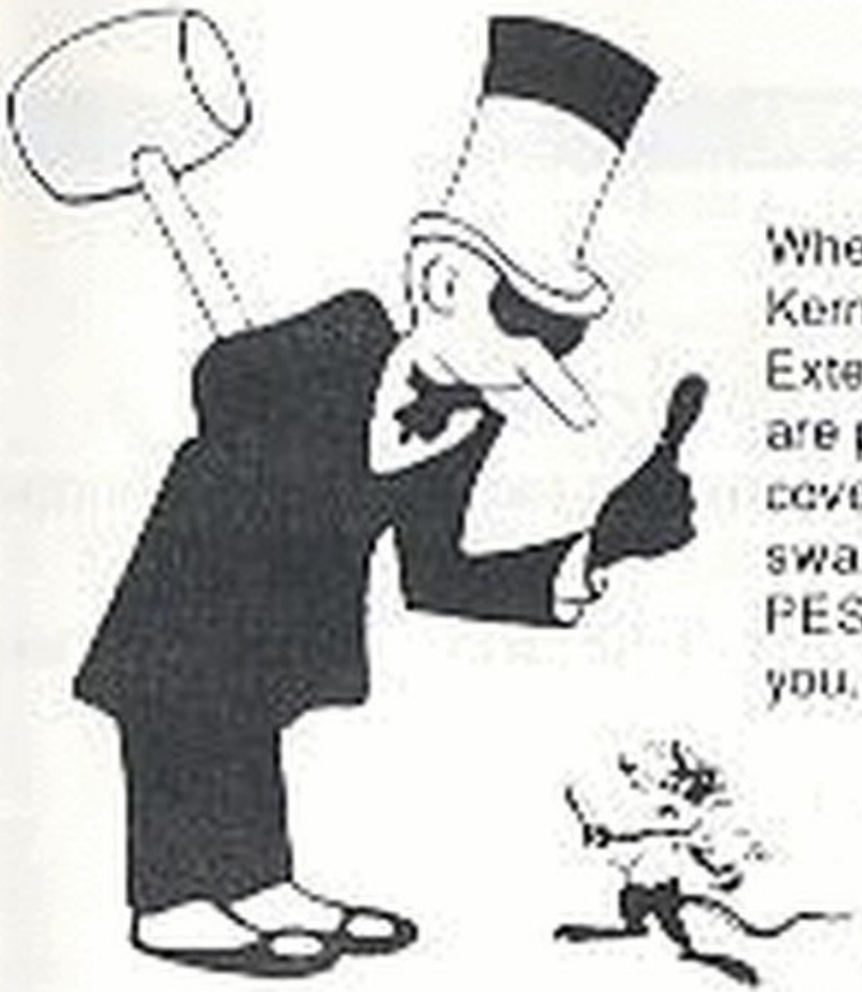
Controls

Arrow Keys: Move in the indicated direction.
Start Button: Starts game. Pauses and restarts game.
Select Button: Brings up the status screen.
Button A: Makes the Kernel mash bugs with his bug basher.
Button B: Makes the Kernel jump.
Holding down Button A and pressing Start: Starts a new game from the current world.

Special Objects

Pests & Rodents: Some of these enemies can shoot. Some carry health inside.
Hearts: These give the Kernel health to protect him against attack.
Key Card: This is required to open the door to Ronnie's control room on the Moon base.

PESTERMINATOR



I. Introduction - The Rodent's Revenge.

When you're bugged by nasty pests, it's time to call Kernel Kleanup, the familiar character from Western Exterminator. Ronnie, the super rat, and his friends are pushing for a hostile takeover and their territories cover houses, office buildings, warehouses, hotels, swamps, and even the moon. Watch out bugs, PESTERMINATOR has a big surprise waiting for you.

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Kernel Kleanup is a registered trademark of Western Exterminator Company.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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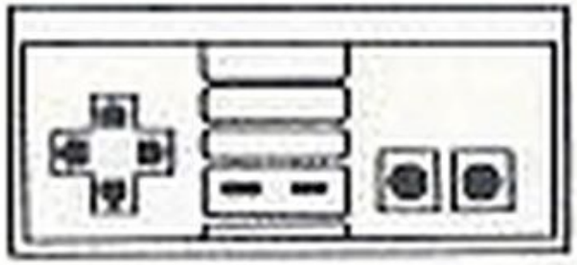
II. GAME CONTROL



Arrow Keys:	Move in the direction indicated. To enter doors, stand in front of the entrance and push up.
Start Button:	Starts the game. Also pauses and restarts the game.
Select Button:	Brings up the status screen.
Button A:	Kernel Kleanup uses his hammer to mash bugs.
Button B:	Makes the Kernel jump.
Holding down Button A and pressing Start:	Starts a new game from the current world.

III. GAME PLAY

RONNIE THE SUPER RAT!

When you're bugged by bugs you call an exterminator. But what do you do when Ronnie the Super Rat (a has-been lab rat mutated by research experiments) decides to do some of his own experiments in pest control.

From his headquarters based on the dark side of the Moon, Ronnie is radiating the Earth with his powerful PEST BEAM. The PEST BEAM is making the bugs of the Earth go buggy. When roaches and rodents run rampant there is only one man for the job. World leaders cried out for Kernel Kleanup, the Western Exterminator.

III. GAME PLAY (Continued)

As Kernel Kleanup, you will start off with 5 lives and 5 energy hearts. Whenever you are bitten by pests you lose one heart, and when you lose all 5 hearts you lose one Kernel Kleanup. Extra hearts are hidden in different places in the game. With your trusty hammer it's your job to bash all the bugs on the level. When all the bugs are killed you will advance to the next level. On the 8th level you will reach the moon and there you will face the powerful and intelligent Ronnie the Super Rat.

IV. LEVELS

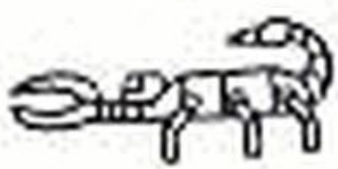
IT'S NOT JUST AN ADVENTURE, IT'S YOUR JOB.

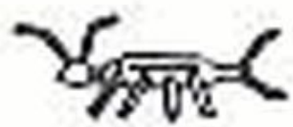
Level One: House Cleaning

It will take lots of bug bashing, but if you can keep from getting pest-off you will be able to make this house a home.

Level Two: Hotel Eradication

What was once a resort to enjoy has become a haven for pesky pests of every kind.





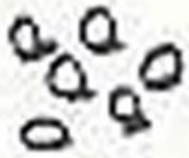
IV. LEVELS (Continued)

Level Three: Warehouse Fumigation.

This warehouse is loaded with nasties from wasps and roaches to big mouth beetles. The fruit flies are tiny and hard to see, but they, like the rest, are in for a pounding.

Level Four: Mansion Mayhem.

Bugs, bugs, and more bugs, from the green house to the basement, from the kitchen to the garage, they're everywhere.

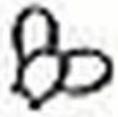


IV. LEVELS (Continued)

Level Five: Swamp Gas Cleanup

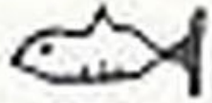
You take to the skies in your chopper and eradicate flying bugs of every description. Fleas and gnats, mosquitoes, and flies, they don't stand a chance.

Level Six: Warehouse Blow Out.



The abandoned warehouse was once one of the busiest in the nation. Now it's being used as a base of operations for the pesty takeover.

IV. LEVELS (Continued)



Level Seven: Deep Sea Danger

You take to the deep blue and see what you can do about the giant squids and red mutant small fish, but be careful about the sharks.

Level Eight: The Final Conflict

This is it - the final conflict between you and Ronnie the Super Rat himself! Do you have what it takes to shut down his powerful Pest Beam? The world is depending on you!

V. MAJOR ENEMIES

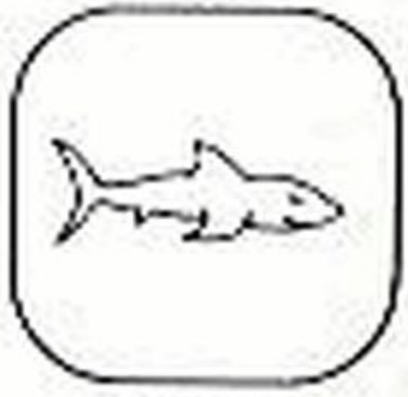
Nestor The Egg Pod

Vampire Mosquito

Floater

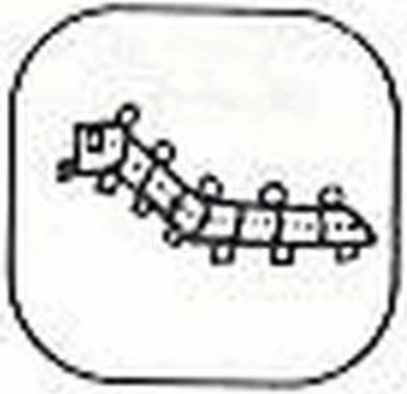
Squisaurus

Columbian Stinger

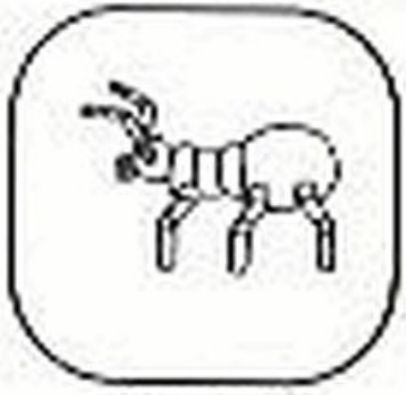


Blue Shark

Taranlula G Bug



Cannibal Worm



Fire Ant

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

90 DAY LIMITED WARRANTY

Color Dreams, Inc. [MANUFACTURER] warrants to the original purchaser that this Color Dreams Game Cartridge [CARTRIDGE] shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

PESTERMINATOR EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

DATE ____/____/____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

COLOR DREAMS, INC.
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